



Aqua Volleyball

Join MercyOne Health & Fitness Center's Aqua Volleyball program!*

Thursdays, 6 – 7:30 p.m. (*Pool premises must be vacated by 7:45 p.m.*).

To participate, Members and Non-members must purchase a 5 or 10 session punch card package.

5-sessions

Cost: Members \$25, Non-Members \$50

Valid for 60 days from the date of purchase

10-sessions

Cost: Members \$50 Non-Members \$100

Valid for 90 days from the date of purchase

*Minimum six and maximum 18 participants. No set teams.

For more information, please visit the Member Services desk or call 515-226-9622.

See reverse for rules. ➔

AQUA VOLLEYBALL RULES

1. All players are welcome, regardless of abilities.
2. All players must be preregistered to play.
3. No set teams. Participants may join either side.
4. One ball is used.
5. Each game is completed when 15 points are scored by one team.
6. Winning score must be by at least two points or game is continued until a two-point lead is attained.
7. Points are scored only by the serving team for an inbounds shot that is unsuccessfully returned.
8. The non-serving team takes over the serve by an inbounds shot that is unsuccessfully returned.
9. Reaching over the net is not allowed, and the turn may be repeated.
10. Serving is done from the back row on the right side.
11. After the loss of the serve by one team, the other team rotates. Then, the next player serves on that team.
12. If the serve does not go over the net, the ball is dead with loss of serve.
13. One "lifetime do-over serve" is granted to each player.
14. Rule of honor: in the absence of a mutually agreed upon line judge, each team gets final say on line calls to be made on their own team's side of the net.
15. Each team decides how their player positioning and rotation is done.
16. Ball can bounce one time only outside pool and still be played as fair, two bounces and the ball is dead.
17. Ball is still playable if it rolls off the top of tape.
18. Ceiling is out of bounds upon single contact.
19. When ball touches the water, it's dead.
20. Each player can hit the ball inbounds, as many times as they want, before hitting it over the net.
21. When a server scores a point, they can continue to serve until the ball dies on their side of the net.